

TRAINING & EDUCATION SOLUTIONS

CAMBER IS A LEADER IN THE DEVELOPMENT OF ADVANCED DISTRIBUTED LEARNING

Computer-based Training (CBT), Web-based Training (WBT) or Interactive Multimedia Instruction (IMI)-Camber is a leader in all forms of technology integrated multimedia instruction and of Advanced Distance Learning (ADL). We develop IMI products using the principles of Instructional Systems Development (ISD). We are staffed with professionals holding doctorate, masters, and bachelor degrees in Instructional Development, Curriculum Development, Educational Psychology, Adult Learning, Organizational/Industrial Development, Computer Science, Media Production, Foreign Languages and Business.

Camber's instructional designers and programmers have a full complement of the latest multimedia authoring, video, graphics, 3-D modeling, animation, and music and audio tools. Our team's unmatched talent can develop training or ADL products and host them on a Web site for virtually any client. We can also provide development, integration, and installation of the hardware or software. Camber has been recognized as a premier developer and user of Internet technologies. State-of-the-art technologies such as Authorware, Director, Dreamweaver and Flash as well as, advanced Webpage development utilizing Java, Java Script, Dynamic HTML, XML, Shockwave, SQL database development, Web-based Virtual Reality Modeling Language, and Common Gateway Interface Scripting have been utilized and leveraged within our training support group. Graphic designers use Photoshop, Illustrator to develop the best possible graphic effects. Incorporated with 3-D modeling, special effects, and animation software, our graphics capabilities enhance and enlighten the learning process.

Camber's core training and educations capabilities include:

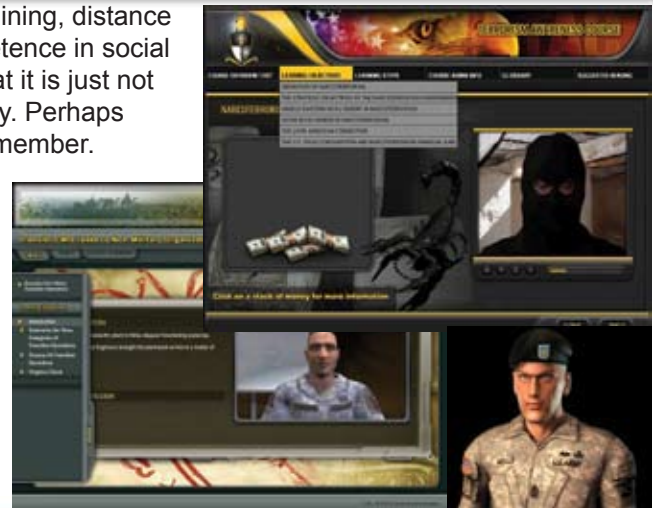
- Blended Learning Solutions
- Distance Learning – Web & Computer-based
- Performance Assessment
- SCORM & 508 Conformant
- Curriculum Development
- Instructional Design & Multimedia Development
- Scenario & Simulation Development
- Training Research & Analysis



CAMBER'S LANGUAGE & CULTURE TEAM OFFERS FULL SPECTRUM SOLUTIONS TO PROVIDE FOREIGN LANGUAGE INSTRUCTION

Designs for classroom training, live environment training, ISO-immersion training, distance learning and blended learning are all used to provide communicative competence in social conversation, general interest and military topics. Experience has shown that it is just not enough to speak the foreign language properly when visiting another country. Perhaps even more important are all of the unwritten cultural rules a visitor has to remember.

Role-playing, vignettes and scenarios focused on countries and their geography, people, culture, history and economy are used for the development of speaking, listening, reading and writing skills. Technical innovations such as speech recognition and game technology allow for highly interactive learning. Being knowledgeable about language and the associated culture in such diverse areas as *Arabic, Chinese-Mandarin, French, German, Indonesian, Korean, Persian Farsi, Portuguese, Russian, Serbian, Spanish, and Turkish* enable soldiers, leaders and Special Operations personnel to effectively interact with indigenous populations in foreign countries solving complex social interaction issues in potential high stress interpersonal relationships.



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CUSTOMER FOCUSED, EMPLOYEE DRIVEN

DISTANCE LEARNING

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CAMBER HAS A WELL-RESPECTED RESEARCH AND DEVELOPMENT PROCESS

Camber's managers, researchers and distance learning team have experience in the following:

- Application of established and new learning technologies
- Application of learner-centered instructional strategies to cognitive skill development
- Assessment & testing tool development
- Conducting summative, formative and program evaluations
- Design document development in collaboration with client teams
- Design of instruction with the strategic application of expository, collaborative and immersive learning components
- Designing, developing, testing, and revision of training products using internal tools of efficiency
- Focus group facilitation and interview procedures
- Front-end Analysis (FEA) & Functional Area Assessment (FAA)
- Full support of users during testing as well as tracking all comments about products
- Instructional design and storyboard development
- Qualitative research
- Quantitative research
- TQM, quality control and continuous improvement
- Web-based survey design, application and management



CAMBER RECOGNIZES THE EMERGING NEED FOR SERIOUS GAMES, SIMULATIONS & VIRTUAL WORLDS FOR EXTREMELY INTERACTIVE TRAINING

Camber focuses on delivering technologies that provide immersive, interactive, user-centered experiences in which the user perceives and interacts with real and simulated objects in a realistic synthetic environment. Camber understands the applications of expert systems and models. Camber's education experts and gaming programmers apply current research and gaming technologies to utilize artificial intelligence and expert systems to provide realistic simulations. Our Serious Game Team uses emerging COTS technology in game engines and custom programming to provide the most complex level of interaction. Camber has a working knowledge of artificial intelligence. Simulations are recognized as a best practice when it comes to teaching critical skills. Airlines, medical schools and the military have used simulations to teach critical skills. The military recognizes the benefit of simulations and scenarios when it comes to matching training to a live job environment. Camber's educational experts and programmers understand current research and technology needed to build serious games and simulations based on artificial intelligence.

Camber has conducted extensive research and development in the use and development of technologies to provide interactive training for a wide array of applications. These systems provide a wide range of immersion from desktop applications to fully immersive systems employing real-time visual, haptic and olfactory feedback. Our experience in interactive simulation also covers evaluation, assessment and integration of existing technologies and the use of a variety of cutting-edge technologies to deliver simulations to include hand-held Palm Pilots, iPods and wearable computers. In addition, Camber provides ondemand simulations that allow instructors to program simulations that best suit their training needs. To provide realistic training environments, multiple-option and decision tree simulations are also available. These simulations allow for changes in multiple variables and react appropriately to decisions made by students, creating a cause-and-effect environment that permits students to experience consequences of their choices.

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